

LIST OF CLAIMS

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| Claims 1-4 (Cancelled) |
| Claim 5 (New): A new and improved method for computer and software generation of crossword puzzles that produces high levels of information content in the puzzles to support language learning and reduces the number of individual of games required for any syllabus. |
| Claim 6(new): A computer and software method for puzzle design and production wherein each stage of the design is conducted independent of the other stages and is optimized independent of the other stages such that no stage of the design is compromised in the amount of information content generated for the puzzle because of limitations of the other stages, said stages being setup, word fill and production design as well as other stages as necessary. |
| Claim 7(new): Relating to claim number 6, a computer and software method that provides improved information content of the puzzle for the purpose of learning grammatical systems of parsing and conjugation in addition to vocabulary improvement. |
| Claim 8(new): A dictionary of a combination of alphabetical vs. non-alphabetical terms, contained in the computer, that enables the use of wordlist or clues of other than alphabetical characters for the purpose of creating puzzles that use sign language, pictorial clues such as objects, airports, Chinese radicals and groups, Greek characters, and other graphics as clues and the equivalent of wordlists, said dictionary provided in bit mapped or other suitable form and addressable by keyboard and other standard computer addressing techniques. |